

LORDS·OF

CONQUEST



The Manual

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LORDS OF CONQUEST



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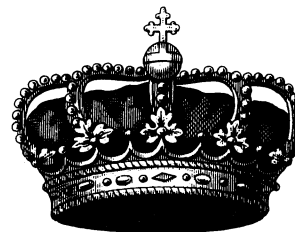
Back Cover



Like Risk™, or the classic Japanese game of Go, Lords of Conquest is a strategy game of territorial struggle. The game begins with players taking turns selecting territories on the game map. Because of their locations and wealth, some of these territories will be important and powerful, while others will be insignificant and weak. Likewise, some will be rich, some poor. The rich ones contain "resources" like gold, horses, iron, coal, or timber, which you will work to acquire because of the powerful weapons and cities they can buy.

The action in Lords of Conquest takes place in yearly cycles. Each year has four or five phases. During each phase, the players will have an opportunity to make decisions in preparation for that year's action. The first phase is Development, during which you can invest in new weapons and cities. Development begins during the second year, and is the first phase of all subsequent years. The other phases are 1) Production, in which your resource-bearing territories produce wealth; 2) Trading, which in multi-player games allows you to threaten, cajole, reason with, and bribe your opponents in shameless attempts to take advantage of them; 3) Shipment, in which you have an opportunity to move either your wealth or some of your forces to a more strategic location; and 4) Conquest, in which you relentlessly assault your neighbors' territories.

Battles between territories are decided on the basis of the number of supporting territories and forces (in the form of weapons, horses, boats and cities) held by each side. During the year, all the players will have a chance to expand their territories and wealth at the expense of their neighbors. Ultimately, players become strong enough to start building cities. The first player to build three cities, and successfully defend them for a year, is the winner. One last word of advice. Show no mercy, and expect none. Not everyone has what it takes to rule the world. Maybe you do. So what are you waiting for?





SETTING UP THE GAME

THE QUICK START

There are two ways to approach Lords of Conquest. Each has its own advantages.

The fastest way to learn Lords of Conquest is to start playing the game as you consult the quick-reference guide on the back cover. Then, once you've gained some familiarity with the game, you can use the rest of the manual to clarify anything you didn't understand. The game menus will take you through the set-up phase. We suggest that you begin with the built-in map of North America (beginner's version) for a one-player game against the computer at the easiest level, with a low level of chance.

The other approach is to follow the explanations in the manual as you play your first games.

BEGINNING THE GAME

When you start the game, you will see the title screen and hear the Lords of Conquest theme. Press [Return] during the music to load the game immediately.

Game Choices

New Game: This option starts a new Lords of Conquest game.

Saved Game: This option lets you continue a previously-saved game. At this time, insert your data disk and indicate the proper disk drive number. Then type in the name of the game you want to play. See your reference card for details.

Map Maker: This option lets you make your own Lords of Conquest map. We suggest that you play one or two games before you try to create your own map. To learn how to make a map, see the Map Maker section on your reference card.

Demo: The computer will play a demonstration game.

New Game

Enter the number of players. For a solo game against the computer, enter 1.

Game Level

There are four levels of game play. Each is more complex than the last.

Beginners: Only two resources are available at this level: Gold and Horses.

Intermediate: This level has five resources: Gold, Horses, Iron, Coal and Timber.

Advanced: This game has the same five resources and allows boat building.

Expert: This option has the five resources, boats, and also allows you to move your horses, weapons and boats during the SHIPMENT round.

Difficulty Scale

In a one-player game against the computer, you can choose from nine levels of difficulty. Those in need of a quick dose of humility may want to go straight to the upper levels. The table below describes the differences between the various levels.

Level	1st Pick	1st Attack	Extra Territories
1	You	You	You - 4
2	You	You	None
3	Computer	You	You - 2
4	Computer	You	None
5	You	Computer	None
6	You	Computer	Computer - 2
7	Computer	Computer	None
8	Computer	Computer	Computer - 2
9	Computer	Computer	Computer - 4



Note: The computer can take as long as two minutes to think about its next move. Most of the time, the move the computer makes after 10 seconds will be the same as the move it makes after 2 minutes. If you wish, you can limit the computer's thinking time by pressing your joystick button or space bar after about 10 seconds.

Game Parameters **Resources**

This option appears in all but the beginner's level. It allows you to set the quantity of the available resources. Generally, a low level of resources slows down the development of Cities, Weapons, and Boats, and increases competition. A high level allows speedier development and decreases competition.

Cities to Win: You can adjust the number of cities needed to win the game. Your range is 3-6.

Chance Level: You can choose from three levels of chance. Some players will prefer the purely strategic challenge of the low chance game, while others will say that a high level of chance adds more uncertainty and fun to the game.

Low - Only the location of new Horses is a random event. All battles are decided strictly on the basis of strength. In the case of a tie, the attacker will prevail.

Medium - In addition to the randomized location of new Horses, occurrences of production, trade, and shipping are random. During attacks, tie scores are decided randomly. If you should lose an attack, your turn is over, and any horse, weapon or boat that you brought into the attack is lost.

High - In addition to the above random conditions, you can win or lose on any attack, with the odds fixed in proportion to the point totals.

Music: This gives you the option of turning off the music.

MAPS

Alexander wept when he found he had no more worlds to conquer. Unlike other strategy games of territorial struggle, and unlike poor Alexander's predicament, Lords of Conquest gives you a virtually unlimited variety of worlds in which to play. There are several maps built in, and you can create your own unique maps with the map generator. All the maps can be extensively modified. If you like, you can even design a map of your neighborhood to fight over. And, of course, every map requires an imaginative twist in your strategic thinking.

You will be asked to choose a map to play on.

1) Map from game disk: This takes you to the Map Catalog. You may look at any map before deciding to use it. You will be asked, "Use this map?" "Yes" will proceed; "No" will take you back to the catalog.

2) Saved Map: This option lets you load a previously-saved map. Previously-saved maps should be stored on separate, formatted disks, not on the game disk. Be sure to format a disk before beginning a game (see your reference card for details).

3) Generate a Map: This option will produce a randomly-generated map. You have two choices:

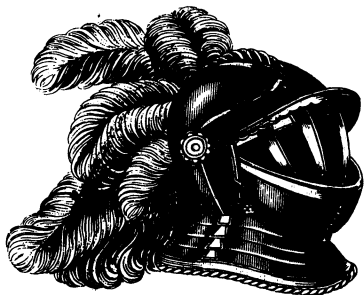
A) Use programmed parameters: The computer will generate a random map according to pre-programmed settings.

B) Define your own: This option will lead you through the steps which allow you to create your own unique map. The computer will ask you to determine the sizes and shapes of the territories and bodies of water in your map. See your reference card for details.



After the map is complete, you will have the following choices:

- 1) **New Parameters:** This restarts the process of defining the kind of map you want.
- 2) **Redo, Same Parameters:** You will get a new map, based on the settings which generated the current map.
- 3) **Save Map:** You can save the current map to disk. You must have a formatted disk ready. You will be asked to indicate which drive and to name the map. If you think you might like to play on a particular map again, this is the time to save it. When you save a map, record its name in the Map Catalog at the end of the manual. You will need to know the map name to re-load the map.
- 4) **Proceed:** When you find the map you wish to play on, this will let you proceed to the next part of the game, which is the distribution of resource-producing sites on the map.



RESOURCES

In Lords of Conquest, it's the rich who shall inherit the earth. Resources are the key to victory. The player who succeeds in gaining control of the best combination of resource-producing territories will have the wealth to build more forces (and eventually more cities) than his or her opponents (see Development phase). In Lords of Conquest, wealth is power.

In level-one games, there are two kinds of resource-producing sites:



Gold Mines



Pastures

Levels 2-4 add:



Iron Mines



Coal Mines



Timber

Moving Resources

In all but the beginner's level, you will have the option to move the resources on your game map. The more Machiavellian you become, the more useful this will be to you.

You have three choices:

- 1) **Redistribute:** This option puts the resources in new random locations.
- 2) **Modify:** Here, you can move a resource to any territory which doesn't already have one. Move the cursor to the territory with a resource site, and then push the button. Move the cursor to the territory where you want the resource site to be located, and push the button again. To exit this mode, move the cursor to a water area and push the button.
- 3) **Proceed:** Begins the game.



SELECTING TERRITORIES

Because this is a game of territorial expansion and resource management, careful strategic planning during territory selection is crucial. A strong opening position will serve you well for the rest of the game. So it is generally unwise to select a territory just because you like its shape. Generally, you should select territories with resource sites in them first, then territories which share borders with the ones you already own. This will enhance your defensive position. There is also a large element of strategic aggression during territory selection. Correctly chosen territories can undermine the strength of your opponent's position.

The order of play is shown by the stack of colored ovals to the left of the shield. The first player in a round is at the top, and the last is on the bottom. Each year this order will rotate.

The main screen shows the game map, with the cursor in the center. Move the cursor to your chosen territory and press the button. You will be asked to verify your choice. After you verify your selection, the next player has a turn to make a selection. Players select territories one after another until all the territories are taken.

Press Button To Save Game

This option will bring you to a menu showing four choices:

Paint Water: Gives you several choices for coloring the water areas on your game map.

Save Game: Lets you save the game on a separate disk. You will need a separate, formatted disk for this option. See your reference card for details.

Music On/Off: Lets you turn the music on or off.

Exit: Continues the game from where you left off.

THE YEARLY PHASES

The earth is bountiful and wealth accumulates. Commerce begins, and alliances form. Nervous neighbors arm to defend their holdings, and borders militarize. Tension and fear escalate, and all chances of peace dissolve. In other words, it's the perfect environment for a conquerer.

DEVELOPMENT

At the beginning of the second year (and each year thereafter) you will be asked if you wish to use the resources in your stockpile to build weapons, cities (or boats in levels 3 & 4). If you can develop anything, it will be shown on the main menu. To help you decide, you may call for a scouting report by selecting "INFO." Weapons and boats are represented on the map by icons:



A Weapon



A Boat

A city is represented by a striped pattern in its territory. A city will double the production of gold, iron, coal or timber in the city's territory and in territories adjacent to it.



Development costs:

The table below describes the resources needed to buy weapons, cities and boats at the different game levels.

In a level 1 game:

2 Gold = 1 Weapon

4 Gold = 1 City

In a level 2 game add:

1 Iron + 1 Coal = 1 Weapon

1 Gold + 1 Iron + 1 Coal + 1 Timber = 1 City

In levels 3 & 4 add:

3 Timber = 1 Boat

3 Gold = 1 Boat

To develop an item, highlight its name and press the button. You will be asked where it should be placed and which resources you wish to spend on it, if there is a choice. You may not have two weapons, horses, or cities in the same territory.

If, after selecting it, you change your mind about the purchase of a city, weapon, or boat, place it in the water or an opponent's territory. The computer will view this as an invalid move and will return you to the previous menu.

If you build a boat, you will be asked to place it in a territory. The computer will put it in the adjacent water. If the territory borders on more than one body of water, you will be asked to choose the one in which you want your boat. You may have several boats bearing on the same territory, provided there is available coastline.

PRODUCTION

In the production phase, each resource-producing site produces wealth for its owner. The producing territories flash, one by one, and the resource totals are displayed at the bottom of the screen. Note that Horses appear on the map itself, in the territories with pastures. Later, as play progresses, Horses will spread from their original pastures to adjacent territories and then beyond. If you have moved a horse out of its original pasture, a new horse will appear there.

Locate Stockpile

Your stockpile is where your accumulated resources are stored. It's your treasury. Without it, you're not worth a dime, so guard it at all costs. If the territory containing your stockpile is lost, all your stored resources are added to the conquering player's stockpile. Stockpiles are represented by this icon:



A stockpile

Note that Horses are not in the stockpile but in specific territories. However, you can see the number of Horses that any player has by consulting the stockpile menu.

TRADING

This is one of the phases in which your "interpersonal skills" come into play. You will be faced with a difficult choice - whether to be a business partner that your opponents can trust (and maybe take advantage of), or to ruthlessly stab them in the back at a crucial moment and sweep on to victory. On the one hand, you may want to speak to your friends again when the game is over. On the other hand, you know what happens to nice guys.



Trading only takes place in games with three or four players. In the trade option, you will see every player's resources and the following menu:

END TRADE MAKE A TRADE INFO

END TRADE - moves you to the next round after giving you a chance to verify that no one wants to trade.

MAKE A TRADE - takes you to the trade menu.

INFO - takes you to the scouting report (See INFO section).

All trades are made orally among the players. Once two players have agreed on a deal, select **MAKE A TRADE**. You will see colored bars representing each player and the question **WHO?** Move the cursor to the color of one of those players and push the button. Now you will see **WHO ELSE?** Move the cursor to the color of the other player and press the button.

At this point, your color shield is displayed, and you will be asked to indicate which resources you will give.

Move the cursor to the resource you are giving in trade, and press the button. If you are giving more than one resource in trade, continue until your side of the trade is complete. Now move the cursor to **DONE**. If you are trading a Horse, you will need to indicate the territory from which you are taking the horse.

The other player in the trade now indicates which resources will be exchanged for yours and signifies **DONE**.

If you received a Horse, you will need to indicate where you wish to place it.

The stockpile for each player will register the changes.

When all trades are complete, verify that you want to **END TRADE**. There is no limit to the number of trades in a given turn.

INFO - THE SCOUTING REPORT

The scouting report is available throughout the game. Unless you think you can count faster and more accurately than your computer, you'll want to use it. Quite a lot, probably. When you select **INFO**, you are given the following menu choices:

FORCES - lets you select any territory to see how much force it has and how much bears against it.

A * in the force count indicates that a boat is figured into the bearing. A force count will not count horses, weapons or boats beyond adjacent territories, even though their force might be added to a battle.

STOCK PILES - shows all of the resources in every player's stockpile.

TERR. INFO. - gives information about the bordering lands, weapons, cities, resource production, and horses.

EXIT - takes you back to the previous menu .

SHIPMENT

Shipment lets you prepare for expected attacks by moving your stockpile. At the expert level, you may also move horses, weapons, or boats to a new location. Weapons may move one territory. Horses can move up to two territories and can pick up a weapon along the way. A boat can move to any of your territories, so long as that territory is accessible by water from the boat's originating territory. A boat can carry a horse and a weapon.



THE ATTACK

CONQUEST

Conquest is the phase of the game when people tend to jump up and down or burst into tears. It's the part with all the action. At this time, the players evaluate which of their opponent's territories are the most strategically valuable and attainable. It is usually helpful to use the "INFO" option to collect information about territorial force counts at this time. During multi-player games, it is important to consider the probable actions of third parties. You may want to enlist their support, if possible (See "Allies"). This is another part of the game where interpersonal skills like whining, threatening, and bribery can play key strategic roles.

The table below describes how a defending territory's forces are counted.

Force Points

- 1 point for the home territory itself
- 1 point for each adjacent territory
- 1 point for a horse in the home territory
- 1 point for each horse in adjacent territories
- 2 points for a city in the home territory
- 2 points for each city in adjacent territories (cities also double resource production in their home and adjacent territories)
- 3 points for a weapon in the home territory
- 3 points for each weapon in adjacent territories
- 2 points for each boat in the home territory

The offensive force count will include the forces (territory points, cities, horses, weapons) of all the attacking player's territories bordering the defending territory. Boats will not be counted, because they must be specifically added during an attack.

Note that force counts will vary depending on whether you are attacking or defending. A territory with a strong defensive position may not necessarily be strong offensively, and vice versa.

Each player is allowed 2 attacks per turn. The second of these may be used to move your stockpile. If you lose your first attack in a medium- or high-chance game, you will not be allowed a second attack.

CHANCE LEVELS

Low Chance

At the LOW CHANCE level, the following conquest rules operate:

To make an attack, choose "Plan Attack." You will be asked which territory you want to consider attacking. When you have made your selection, the screen will show you the amount of force points you have bearing on it and the points the defending player has bearing on it. Ties go to the attacker. The points any other players have bearing will be shown if their alliance with one side or the other could affect the battle. If you can conquer the territory without adding more forces, a checkerboard pattern will flash in the territory (see "FORCES" section). If there is no way you can win this attack, the screen will show "Attack will fail!" The menu allows you to 1) exit to the main conquest menu, 2) replan an attack elsewhere, or 3) continue with this attack if it is possible to win it.

Medium Chance

(See rules for Low Chance)

In a MEDIUM CHANCE game, even though the point total of your force and that of the defending player may be equal, the outcome is still uncertain. If you are repulsed, then your attack round is ended and you lose any horse, weapon or boat which you attempted to move into that territory.



High Chance

(See rules for Low Chance)

In a HIGH CHANCE game, all attacks are subject to chance, with the odds fixed in proportion to the points total (so that a 3 force attacking a 6 force would have half as much chance of winning as the 6 force). Consequently, you can attempt attacks even when you are outnumbered, and you may win. By the same token, it is possible to lose attacks when you have the most points. If you lose an attack, your attack round is ended and you lose any horse, weapon or boat which you attempted to move into that territory.

ALLIES

If you have a chance of winning, the menu shows any of several options, depending on your situation. If third parties have force points bearing on the territory, you will be given a choice: "Allies." You **must** select this choice if you want to continue the attack. At this point, third parties must decide whether to ally with the attacker or the defender, or to stay neutral. The allies enter their decisions by moving the cursor to the appropriate choice and pushing the button.

FORCES

Under most circumstances, you will have the option of bringing additional "Forces" to a given attack. If you have a horse, a weapon, or a boat which you wish to add to your force total, choose this option. Once you select "Forces," you will have the option of returning to the previous menu or moving a weapon, horse or boat into the territory you are attacking. A weapon can only move into an adjoining territory. A horse can join an attack from two territories away, if you possess the territory it needs to move through. A horse can also pick up a weapon **along the way** and bring it into the attack. To do this, first move your horse into the territory with the weapon, pick it up, then move on. If you have brought additional forces to an attack, the

attack menu will be updated to show the additional points.

There can only be one horse or weapon per territory. If you use the "forces" option to bring a horse or weapon into a territory that already has a horse or weapon, there will only be one horse or weapon in the territory after the attack. However, it is possible to have more than one boat per territory, so it is possible to "capture" boats.

Note that in advanced and expert games, you have the option of attacking a territory that none of your territories touch. This is done by using a boat to add forces to the attack.

BOATS

In Level 3 and Level 4 games, you can "add forces" to an attack by using boats. A boat can also ferry a horse and/or a weapon into an attacked territory if the attacker has a horse and/or weapon in the boat's originating territory. The points of the boat, horse and weapon will be added to the attack. They will be automatically unloaded into the conquered territory if you win the attack.

Note that while defending, boats do not count as force points for any territory other than its current one. If there is more than one boat in a territory, all will be counted in a defensive force count. Boats will not be included in an attacking force count unless you specifically add a boat using the "forces" option.

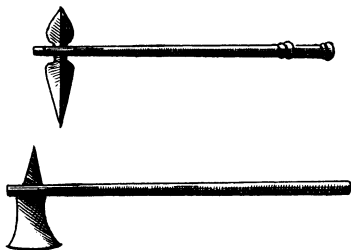


Battle Resolution

If you are able to win the attack, you will have a menu choice: "Attack." If you brought a horse or weapon into the territory as part of an attack and the territory already contained one, it will be lost. No territory can have more than one weapon or one horse. If you win the attack, you now own whatever was there - the pasture, the mine, the timber, the weapon, the horse, the boat, the stockpile, even the city. If you capture a stockpile, it will be looted and its resources will be added to your stockpile.

To Win

The game continues until one player has three cities at the end of a year. If 2 or more players have 3 cities, the game continues until one player has more than the other player at the end of a year (similar to sudden-death overtime). The same applies if the win level (the number of cities) is set higher.



STRATEGY TIPS FROM EON

Jack: When I'm selecting my territories, I try to get the mix of resources necessary to quickly get cities, rather than weapons. I've found that most of the time a city is more valuable than a weapon, because it is almost as strong, and it doubles your production in bordering territories. Of course, if you choose a city, and your opponent chooses two weapons, and the next year's production is lost, it can hurt.

Trevor: I keep a close eye on the order of play. I pay attention to who is going to make the last shipment in expert games. In multi-player games, it's worthwhile to offer trades and alliances and sometimes bribes of resources to get what you need. If my immediate adversary is trading with a third party to get a weapon or a horse that will be used against me, I might try to beat the offer if I can. Even give away some gold as a bribe to cancel the deal.

Bill: I've found that it's always good to try and split your opponents in two whenever possible, so they lose some of that support strength. When picking countries at the beginning, I group them. In multi-player games, one front is always better than two, so I try to avoid getting caught between two other players.

Peter: Occasionally, it's smart to hoard your resources until you can buy a city. The temptation is to buy a weapon whenever possible, but often it's smarter to wait. Some rules of thumb for beginners are to always put your weapons with a horse or a boat if you can, watch out for boat attacks at your rear, and protect your stockpile at all costs. Getting looted is no fun.



Map Maker

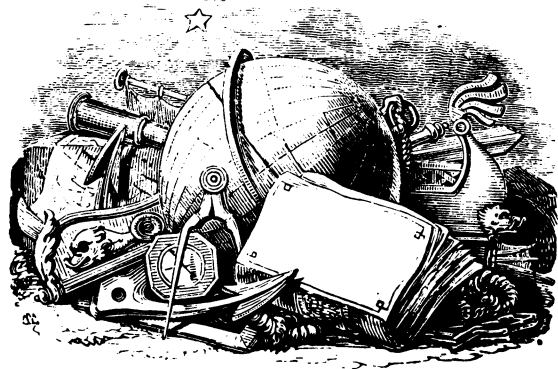
The map maker utility allows you to modify the maps that come with the game and to build custom made maps. For details on how the map maker operates on your particular computer, see the reference card that was included in the inside front cover of your Lords of Conquest package.

Map Catalog

For a complete list of the built-in maps for your computer, see the reference card that was included in your Lords of Conquest package.

SAVED MAPS

[illegible]



REFERENCE GUIDE

Choosing Countries

Choose countries with resources in them first. Then choose countries bordering the ones you already have. This will improve both your offensive and defensive position.

Resources and Forces

The various resources and forces are represented by icons:



Gold



Pasture



Iron



Coal



Timber



Horses



Boats



Weapons

Development Costs

In a level 1 game:

2 Gold = 1 Weapon

4 Gold = 1 City

In a level 2 game add:

1 Iron + 1 Coal = 1 Weapon

1 Gold + 1 Iron + 1 Coal + 1 Timber = 1 City

In a level 3 game add:

3 Timber = 1 Boat

3 Gold = 1 Boat

Force Points

1 point for the home territory itself

1 point for each adjacent territory

1 point for a horse in the home territory

1 point for each horse in adjacent territories

2 points for a city in the home territory

2 points for each city in adjacent territories

(cities also double resource production in their home and adjacent territories)

3 points for a weapon in the home territory

3 points for each weapon in adjacent territories

2 points for each boat in the home territory

(Note - This is a "defensive" count. An offensive count includes the forces of all the attacking player's territories bordering the defending territory.)



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